

# Gamefreaks

PLAYSTATION 2

PC

PS ONE

XBOX

DREAMCAST

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GAMECUBE



## NEVERWINTER NIGHTS

PIKMIN

SMASH COURT TENNIS PRO TOURNAMENT

F1 2002

GRAND PRIX 4

V-RALLY 3

NBA COURTSIDE 2002


VAMPIRE NIGHTS

CEL DAMAGE

MIKE TYSON HEAVYWEIGHT BOXING







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PlayStation.2





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## thanks

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## regulars

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## read me

Trapped indoors the ever resourceful gamer is in his element, especially with the spectacular line up of titles we have for you this month.

Neverwinter Nights, the Dungeons and Dragons' inspired adventure, is being called the best online RPG ever created. Strap on a sword, grab a tunic and take a look for yourself on page 10.

Having already checked out Pikmin back in December, we knew it was right up there with the very best of the games on the Cube – you can check out our review for Nintendo's super-addictive puzzler on page 12.

It's an excellent month for motor sport fans in Gamefreaks – EA Sports have released F1 2002, the sequel to last year's F1 stunner and Geoff Crammond's long awaited Grand Prix 4 is out for those of you who are looking for a truly authentic F1 racing experience.

Getting away from the track, V-Rally 3 marks the welcome return of a series that has always excelled – and this time Atari are onboard.

Namco's promising Smash Court Tennis Pro Tournament, the bloodbath of Vampire Nights and the punishing Mike Tyson's Heavyweight Boxing from Codemasters.

On the GameCube we look at Nintendo's NBA Courtside 2002 and Cel Damage from EA Games. Also this month, we were fortunate enough to secure an interview with Angel Munoz who heads the Cyberathlete Professional League (CPL). CPL host huge game tournaments all over the world and provide serious cash prizes for the winners. On page 8 we speak to Angel about the state of professional gaming.

So there you have it. News, previews, reviews and prizes. Free to you each month. Look out in August for our birthday issue.





## SONY REWARDS SALES WITH PRICE CUT

The PlayStation 2 drops below \$500

**T**here have been a lot of announcements from Sony's PR division this month, including the welcome news of a new sub-\$500 recommended retail price for the PlayStation 2. The PS2 has now sold more than 60,000 units in New Zealand and its library is rapidly approaching 300 titles.

The PS2 is not only the best selling console around, but also the number one selling DVD player.

Steve Dykes managing director SCENZ says with over 60,000 PlayStation 2 consoles already sold in New Zealand this move is set to further increase the company's market base. "At the new purchase price of \$499.95, PlayStation 2 represents outstanding value – especially considering it doubles as a DVD movie player straight out of the box."

"The PlayStation 2 console is the world's leading games machine, having shipped over 30million units globally which is ten times that of our closest competitor. Equally as impressive, PlayStation 2 is recognised for its high quality games having already shipped 160 million software units worldwide."

Many of the current top selling games for PlayStation 2 are exclusive to the format including; Final Fantasy X, Gran Turismo 3: A-Spec, Metal Gear Solid 2: Sons of Liberty and Grand Theft Auto 3. In addition, there is a number of high profile titles planned for launch this year that are also exclusive to the format including Tomb Raider: Angel of Darkness, Onimusha 2, Tekken 4, Kingdom Hearts and The Getaway.

"PlayStation 2 continues to outsell competitor products based on the quality of game play, huge catalogue of titles, entertainment options and future expansion capabilities," says Mr Dykes.

To celebrate the shipment of over 30 million PlayStation 2 consoles world wide, Sony Computer Entertainment has released the PlayStation 2 European Automobile Colour Collection.

Steve Dykes, managing director of Sony Computer Entertainment New Zealand, says a PlayStation®2 from the exclusive European Automobile Colour Collection is a must have for style lovers and hard-core gamers alike.

The European Automobile Colour Collection is a limited edition series of PlayStation®2 consoles available in five colours; Snow White, Super Red, Light Yellow, Astral Blue and Metallic Silver.

"This is a limited opportunity to purchase and own a very special PS2. Each of the colour variations looks absolutely amazing – so I am sure that they will be snapped up very quickly."

The series will not be sold through normal channels, but instead will be available exclusively from nz.playstation.com and Sony Style stores (located in Auckland, Wellington and Christchurch). There are only 25 sets in New Zealand and 2000 in total world-wide. A PlayStation 2 from the European Automobile Colour Collection comes with matching coloured Dualshock2 controller and vertical stand – and it has a premium price of \$849.95.



Almost a year after Gran Turismo 3, Sony's top PS2 racer is about to receive a face lift. GT Concept is a spruced up version of GT3. Released in Japan months ago, the game has been updated to include cars from European manufacturers, such as Audi, Mercedes and Volkswagen.

Visually and acoustically, nothing much has changed since GT3 apart from the brand new intro.

But with a low price point and a quick-and-dirty approach, GT Concept should appeal to players who are not interested in the die-hard tuning options the Gran Turismo mode of GT3 offers. Check out our full review in next month's issue.



## NINTENDO'S WAVEBIRD WILL SET YOU FREE

Go wireless once and you'll never go back



**N**intendo have released the WaveBird wireless controller for GameCube. The cordless WaveBird allows players to control games from the comfort of a distant sofa. The device transmits a radio signal to a receiver that fits into a controller socket. It doesn't rely on direct line of sight.

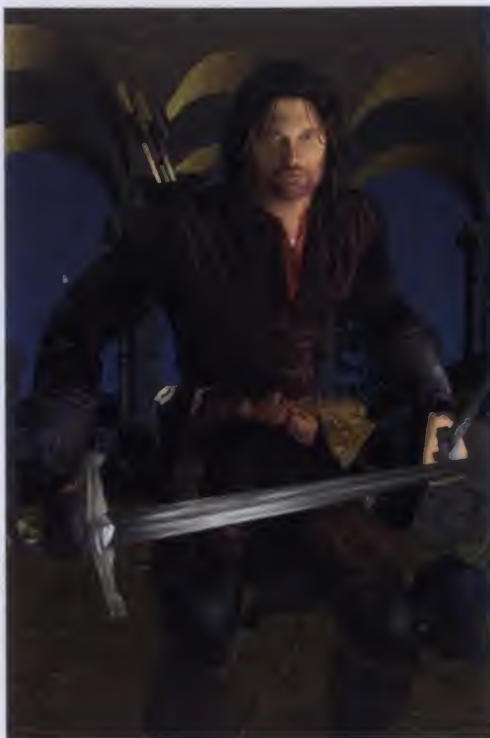
The freedom and range of a radio frequency wireless connection is a revelation – it works great across the room or under the bed covers or even through a wall. "It works from my car outside the building," says Ben Ward, local product manager for Nintendo in New Zealand.

The WaveBird is the same size as the standard GameCube controller, though it feels slightly heavier with its extended shape to house the two AA batteries that provide for up to 100 hours of gameplay.



## TWO GAMES TO RULE THEM ALL

Software giants battle for control of Middle Earth



**E**very good Kiwi knows that the second book – and the second movie – in Peter Jackson's *The Lord of the Rings* saga is *The Two Towers*. Stand by, gamers, for *The Two Titles*.

Now that the first movie, *The Fellowship of the Ring*, is an \$NZ853.25 million box-office blockbuster, two of the biggest companies in entertainment are bringing out rival *Lord of the Rings* games.

The race started soon after Kenneth Cron became head of Vivendi Universal Games Inc last year. Within week he was faced with a major decision – whether to spend millions to develop games based on JRR Tolkien's novels.

Cron knew that the first movie would hit the screen later in the year and that some other company would get the rights to games based on the film.

"The story line was great," he said. "What we weren't sure about is how the movie was going to do."

Cron was freaking because if the movie was a hit, the game based on the film could surpass Vivendi

Universal's game based on the books. If the movie tanked, the bad buzz could hurt Vivendi's game.

He played a tape of the 1978 animated version of *Lord of the Rings* by Ralph Bakshi. That convinced him to go ahead, and Vivendi Universal let industry insiders see their first look at the result, *The Lord of the Rings: The Fellowship of the Ring* at E3.

Just down the hall Electronic Arts was showing its own *The Lord of the Rings: The Two Towers* game, which is tied to the second film.

Both games will be released about the time the film hits American multiplexes, around Christmas.

Of course, they both follow Frodo Baggins' quest to destroy the golden ring with magical powers. But Vivendi's licence gives them access to all of Tolkien's books, so their games will have more characters and place them in settings other than those featured in the films.

Jackson's *The Two Towers* is due for cinema release in December. With any luck, EA's *Lord of the Rings* title will be here before then.

*Doom III* was almost unanimously voted "Best of E3 2002" by most of the magazines and websites this year. *Doom III*'s fine-looking new game engine is being described as the greatest ever considered and the new physics engine and collision detection system allows players to interact with every object in the environment.

*Doom III* is not set after the original, in fact it's basically the original *Doom* (set on the planet Mars) retold with many of the original weapons and characters.

As a member of id Software put it, "one of our goals is to terrify people" and terrify they will with a new level of playable horror not yet seen in a video game.




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FORGOTTEN REALMS

# NEVERWINTER NIGHTS™



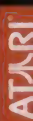
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## MICROSOFT NZ NEARING ANNOUNCEMENT ON XBOX

Gamefreaks speaks with local Microsoft Manager Wilf Robinson

**M**icrosoft made several major announcements at this year's E3 with presentations from Xbox General Manager J Allard, Chief Xbox Officer Robbie Back and Microsoft Games Studios chief Ed Fries.

With a \$US2 billion dollar commitment to gaming, 300 Xbox games in development and the announcement of the Xbox's online gaming service, its certain Microsoft are committed to success.

Last month Gamefreaks attended a 'beer and pizza' night hosted by Microsoft who were showing off their E3 line-up. After wetting our whistle on Halo and a few other Xbox titles, we spoke with Microsoft's Consumer Marketing Manager Wilf Robinson, who was in Los Angeles for this year's E3.

**Gamefreaks:** There is a lot of post E3 buzz about "Xbox live" – can you tell us more about it?

**Wilf Robinson:** Xbox Live was designed by gamers for gamers and includes unique features like finding friends online across games with only one click - delivery of real-time scores and statistics so gamers can compare themselves to the best players in the world; single identity across all games with a single password; quick and easy game launches; and fast downloads. There will be 47 games available for Xbox Live launch in the US from a large number of publishers. Launch timing is targeted for spring 2002 in the US, for NZ we have no confirmed plans to announce at this time, though it is under study.

**GF:** Can you give us any details on the local release of the Xbox?

**WR:** I am really excited to say that the wheels are turning very well here. We are planning to raise the bar on the whole console experience in NZ. That is inherent in the console and games themselves, but also for the retailer and end consumer purchasing and trial experience. We have spent a lot of time planning for the NZ roll out, and gamers in NZ will see the evidence of that before long. We have been saying for a while now that we are targeting spring for the launch here, and that is still the case.

We are not able to announce pricing or confirm an exact date at this stage, but I can say that it will be at an attractive price and incredible value for money, given what is packed into this beast. Stay tuned for more.

**GF:** Can you name a few of the Microsoft titles that stood out at E3 this year?

**WR:** Age of Mythology for PC from Ensemble Studios ( makers of Age of Empires series), Impossible Creatures for PC, Links 2003 for PC (which has NZ's Kauri Cliffs course in it), Brute Force - Xbox, Blinx: Time sweeper - Xbox, Kakuto Chojin - Xbox, Mech Assault - Xbox

**GF:** The head of Sony declared the PS2 victorious over the Xbox and GameCube before E3 even got going – a bit premature?

**WR:** They also announced a similar thing last E3, and all we have seen is quite the opposite. Of course when you have a significant head start in the market you will have a larger installed base for a period. What we are finding though is that installed base does not count for much in terms of attach rate or numbers of games that are purchased for the console. With the incessant price drops from our competitors I wonder if even they believe their own PR. In Australia we are seeing key 3rd party cross - platform titles selling as well if not better on Xbox than on any other platform. This is because games look and play best on Xbox. People who want the best gaming experience are buying Xbox, it's as simple as that. We'll let the New Zealand gaming public decide.

**GF:** What was your personal highlight of E3?

**WR:** Probably seeing Garbage live at the Xbox party (was pretty sweet) but the whole experience was superb - the scale and level of investment were incredible, and what it will mean for the New Zealand consumer is very exciting.



The PlayStation smash hit Driver 2 is about to rev things up on the world's most popular handheld. Driver 2 Advanced offers solid driving physics and graphics that include burnouts and fiery crashes.

The game features realistic damage that will even affect your vehicles handling. In the traditions of Grand Theft Auto, you can even leave your car and hijack another vehicle from some ill-fated motorist. The game features a number of single-player missions and multi-player support allows for up to four players who can battle it out in a rousing free for all. Anyone who thought the GBA was child's play should guess again.



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## EXCUSE ME MR PRESIDENT

Gamefreaks talks with Angel Munoz - CPL's 40 Million dollar man

**A**fter living in virtual anonymity, professional gamers are getting ready for the big time. A recent 40 million dollar commitment made to the Cyberathlete Professional League (CPL) is going to put pro gaming on the map.

At the recently held E3, Intel announced that Pentium 4 will sponsor CPL tournaments. The CPL is easily the world's largest professional gaming league with tournaments in Europe, South America, Asia and the US where top gamers battle for major cash prizes.

Local pro gamer Neal 'Mirage' Thompson has attended several of the CPL tournaments abroad and secured Gamefreaks an interview with Angel Munoz, president of CPL.

Gamefreaks - The CPL has worked hard to elevate computer gaming to the level of a competitive sport over the past 5 years. Now that the league has received approximately US\$40 million (NZ\$100 million) dollars worth of investment it would seem that the sky is the limit. Where would you like to see the CPL in 5 years time?

Angel Munoz - The CPL has had a methodical and systematic approach to growth, which has contributed to our longevity. It is infinitely more important to us that we are still here in 20 years than any accomplishments that we can achieve in five.

In the immediate future, the CPL will continue its steady growth in to new areas, most visibly television. It has been our goal for a few years to bring, at first small one-on-one invitational matches and later larger team matches to television. Initially we may produce these shows in a studio but eventually, and as the sport gains acceptance, the actual CPL events will be covered live. I continue to profess that many sports that are currently televised worldwide can be quite boring for outsiders (like bass fishing in the US) and that computer game competitions are more compelling and interesting for spectators.

GF. What is the key to hosting a good tournament? (Apart from money)

AM. There is not one key but several. A good tournament is like the theatre business, in which the "natural condition is one of insurmountable obstacles on the road to imminent disaster." If the organizers can manage this natural condition, while maintaining professionalism, a consistent adherence to the tournament rules and a common sense approach to problems, they will succeed.

GF. Do you still get time to play any games? If so, what have you been playing lately?

AM. I always make time for some gaming. Currently I am playing the free modification (mod) for Unreal Tournament called "Operation NaPali" designed by Team Vortex. Operation NaPali is a single player game with a flawless coop implementation that my friend Jeff Fox (CPL's parent company co-founder) and I have been enjoying for the past few weeks. Team Vortex did a great job in developing a 36-level free mod that has the feel and look of a retail product.

GF. What key elements do the CPL look for in a computer game for it to be considered for tournament use? Do you think Soldier of Fortune 2 and/or WarCraft 3 may play a role in future CPL events?

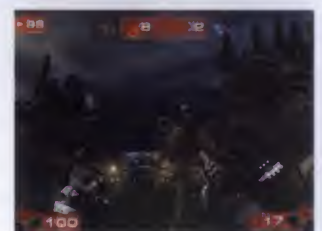
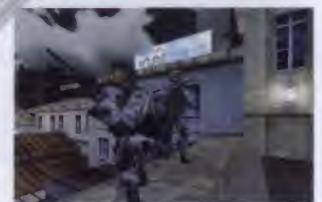
AM. There are many items to consider when selecting a game for the CPL, but recently after our great experience working with Valve Software we have prioritized having a positive working relationship with developers as a key element of our selection process. That's why we can now select a game that has not yet been released, for example Unreal Tournament 2003. Epic has always been a supporter of the CPL, Cliff Bleszinski has been on our advisory board for years and has a full understanding of the vision and methodologies of the CPL, Jay Wilson was the recipient of our Substance Award last year and Mark Rein and I think so much a like that we find it funny that we are not related. So when we find a group of people that will work hard to make sure that their game has all of the elements we need to take the sport to the next level, we are encouraged and find it easier to support their efforts.

GF. Can you tell us more about how you plan to lure more casual gamers along to game tournaments?

AM. One method is through the Cyberathlete Amateur League (CAL). When we launch the new interface for CAL and expand it worldwide, it should become a powerful vehicle in attracting casual gamers to the hardcore gaming circles and will create more interest in the CPL competitions. Working closely with the media to help us inform the general public of our activities is also another powerful resource.

GF. New computer games are released so quickly that the playing field is ever changing. Will the CPL ever be able to settle on one game or will the league be forced to change titles when new games, with improved graphics and better gameplay, are released?

AM. The CPL currently uses Counter-Strike, a game that does not use the latest in technology, so it is clear that we do not have to rely on the latest game to run a successful league. Although, the very nature of an expanding technology base will require changes, and being a professional computer gamer will require an ability to adjust to different games. In this way our sport will always be different from traditional sports. I see this as an asset and not as a liability.



"The key for success is to do these events on live television and no one seems to be willing to take that risk, other than CPL" - Angel Munoz



## NEVERWINTER NIGHTS

Dungeons & Dragons brought to life



Choosing an identity with which to live out all your 'Sword & Sandals' fantasies can be as easy as selecting one of the pre-designed characters (above) or you can create your own hero

**N**everwinter Nights takes its inspiration from Advanced Dungeons and Dragons (AD&D), which in the past generally involved a few friends hunched over a table throwing 12-sided dice while the elected Dungeon Master amused himself by messing with their heads. Pen-and-paper AD&D offered a rare, rewarding multi-player experience long before the days of broadband. Many will already have heard of Neverwinter Nights - there have been rumours and rumblings for years. BioWare (creators of Baldur's Gate and Baldur's Gate II) have spent five years developing it - and with the success of Peter Jackson's Lord of the Rings and Microsoft's Dungeon Siege, it seems they couldn't have timed it any better.

There are two different types of RPG - the first is the Diablo style, with numerous button-clicking battles and inventory management. The other is the Baldur's Gate style which offers more options in terms of character development and interacting with the environment. Neverwinter Nights has created a third type that offers both.

There is so much game packed into this box that you hardly know where to start. You can play the single player campaign, which is a great way to sharpen up your skills for online play. The storyline sees your character on a grim quest to save the doomed city of Neverwinter from a mysterious virus known as the wailing death. There are between 60 and 100 hours gameplay in the single player mode alone.

Another way to play is to go online, hook up with friends



Neverwinter Nights drags Advanced Dungeons & Dragons role-playing into this millennium, using the latest 3D technology and camera options to provide these beautiful visuals

and go adventuring. The scope here is almost endless with a series of self-contained, superbly designed modules.

They are not necessarily related and you are free to play them if you want, when you want, and in whatever order you choose. Not every module is required to complete the game but each offers new rewards and insight into the overall story.

Using the Third edition AD&D rules, Neverwinter Nights also lets you become the Dungeon Master, shaping the fortunes of the players and taking control of all the NPCs (non-playing characters) in an online environment.

But wait, there's more...

Neverwinter Nights provides the tools you need to build your own worlds and create your own adventures. This feature won't be for everyone but BioWare have done a good job of 'dumbing down' the toolset so even people like you and I can understand it. The worlds, maps, and quests that you design can then be played online by your friends and others.

Neverwinter Nights is a shining achievement. There is not enough room in this entire magazine to describe all that the game offers. But we strongly urge you to experience it for yourself.





The routines of life will now become just inconvenient obstacles that limit the time that you can spend playing Neverwinter Nights



BioWare have produced an endless world teeming with dragons and sorcery, where you can spend the rest of your days as a dwarf, halfling or even a half-orc. You can live and exist in this world as a barbarian, wizard, bard, fighter, sorcerer, paladin, cleric, druid, ranger ...the list goes on and on



Neverwinter Nights' user-friendly Toolset lets you build and populate entire new worlds and design highly structured quests for others to adventure in online. Or else, you can control a multi-player game as a Dungeon Master - modify the plot to suit yourself, take control of numerous characters, and oversee the game, all in glorious real-time





# PIKMIN

What's a wee spaceman to do?



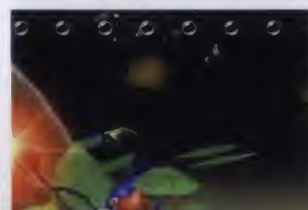
Platform: GameCube

Publisher: Nintendo

Developer: Nintendo

Price: \$129.95

Release: Out now



The different environments are precisely like what you would find at the park, there's all different types of plants, grass, puddles, that are all beautifully recreated with realistic shadows and lights. Pikmin aren't exactly geniuses, many of them die in strange and often stupid ways. Mind those red Pikmin near the water though or the results can be tragic



Managing Pikmin is the best part of the game. The red Pikmin are resistant to fire, the yellow are lighter and can be thrown over obstacles, and the blue Pikmin can go underwater – you can have up to 100 under your control at any one time

**S**higeru Miyamoto was the genius behind such Nintendo classics as Mario, the Zelda series and Donkey Kong. We got our first look at Miyamoto's latest offering way back in December and even then it stood out as the most striking title on Nintendo's new system.

Pikmin places you in the troubled shoes (or 'lil space boots) of Captain Olimar, a tiny Spaceman whose ship is struck by a meteor and forced to crash land on a mysterious planet.

When he awakens, he is stranded, his ship is badly damaged and he only has enough oxygen to last 30 days. In that time, Olimar must recover all the missing parts and repair his broken ship.

Recovering 30 missing parts in 30 days won't be easy

for a lone astronaut – enter the strange beings known as Pikmin. These odd creatures appear initially as weeds or flowers that must be plucked from the earth. Once you've weeded one of them out, you'll notice they tend to follow you around, waiting for instruction. They are somehow compelled to help you, to do your bidding, which although unexplained is welcome news considering your plight.

So with your new allies the Pikmin (who come in a variety of colours, each with a unique ability) your quest to rebuild the ship begins. You can increase the number of Pikmin under your control by instructing them to collect various objects and return them to the Pikmin's ship, known as the Onion. This produces new seeds that will

grow into Pikmin once you yank them from the dirt.

But with so many Pikmin at your command comes the weight of responsibility and sadly, there are several ways for these Pikmin to meet their maker. Many drown, others are blown up and some are eaten alive by the creatures that inhabit this strange world. To avoid this fate, be sure and have all your Pikmin safely back into their ship by nightfall.

Pikmin is one of the most addictive console games around – its simple, puzzle-solving gameplay will appeal to all ages, from the hardcore to those gamers with a passing interest, and even those amongst you who have never picked up a controller in your life. All will succumb to the undeniable charm of Pikmin.



## SMASH COURT TENNIS PRO TOURNAMENT

Who wants to play with Anna Kournikova?



Platform: PlayStation 2

Publisher: SCEI

Developer: Namco

Price: \$119.95

Release: Out Now



**N**amco's Smash Court Tennis Pro Tournament was a big hit at Armageddon, the popular annual event held at Auckland's Aotea Centre a few months ago.

The game is reminiscent of Sega's notable Virtua Tennis (Dreamcast) series. However, one trump card that Namco has up the T-shirt sleeve is the beautiful blonde Russian star who can break hearts if not serves.

Anna is just one of the international stars. Big-name Americans like Andre Agassi and Pete Sampras join recently retired Aussie Pat Rafter and "Swiss Miss" Martina Hingis.

There's no Leighton Hewitt or a Williams sister in sight (they're evidently tied up in other contracts) but it's an impressive lineup.

There must be some law somewhere that states every tennis game on the planet must contain dreadful music - this can be the only explanation for the furious guitar solo played at around 180 beats per minute. Once the hectic soundtrack is turned down, Namco shows off a typically stylish UI. In



Namco's is clearly the best of the PS2 tennis titles we've seen lately - it's not quite as good as Sega's Virtua Tennis 2, but until that gets ported to the PS2, you will need a Dreamcast to play it

fact the entire game looks very polished, even the character models are recognisable from a distance: Agassi's the bald one, Kournikova's the blonde one, Sampras looks like a chimp and so on.

The control is fairly easy to pick up but gets trickier as you progress. You'll win a few games and, just when you're feeling good, a seeded player will stomp in a mud hole. In any case, only a few are buttons used because most of the skill is in timing, placement and anticipation.

Smash Court Tennis Pro Tournament is built around the four grand slam tournaments but there are a variety of gameplay modes to choose



from. Exhibition, Time Attack and Arcade let you get your timing sorted out. Challenge mode is essentially thinly disguised training, offering a chance to hone your skills with a series of mini-games. Try hitting as many consecutive volleys as you can or count the number of overhead smashes you can drill.

Smash Court Tennis Pro Tournament is best played with two or four so we recommend you serve up a multi-tap with your strawberries and cream.





## F1 2002

EA Sports delivers fast and furious F1 sequel

Platform: PlayStation 2

Publisher: EA Sports

Developer: EA Sports

Price: \$129.95

Release: Out now



It looks like team Toyota should have entered a hovercraft. Improved weather effects are just one of many new features in F1 2002. Like Schumacher, EA's franchise seems to improve with age

## GRAND PRIX 4

The best F1 simulator just got better

I remember playing Grand Prix 2 on a friends 486 midway through the nineties and even way back then, it was an uncompromisingly realistic experience. Grand Prix 4 will go down as series creator Geoff Crummond's finest achievement to date.

Geoff's been designing and building F1 games for the past ten years and his passion and love for the sport of Formula One comes shining through in this latest title.

The amount of energy that goes into a title like this is astounding. Over 60 man-years of work and effort have been invested in this game since its last release Grand Prix 3 only two years ago.

Grand Prix 4 represents a huge leap forward for fans of F1 simulation. The first and most obvious is the new graphics engine, which has been completely rebuilt. For the first time, detailed GPS data has been integrated and now every inch of track, every corner, every curb is just as it is in real life.

The track width differs all the way around the course (unlike previous versions which had a fixed track width) which means that overtaking now needs a bit more planning lest you end up slamming into a barrier.

These small details will be lost on most of us but the truly dedicated F1 Sim fan will appreciate the effort that's gone in.

On the whole GP4 is a superb update, well worth the money for serious fans of the Formula One.

If this isn't the best F1 simulator on the market, it's bloody close.

This new F1 title from EA Sports is the sequel of last year's highly rated F1 2001 - so all eyes will be looking out for changes and new features.

Visually things have sharpened up noticeably - you'll quickly observe what appears to be their coolest looking interface yet, backed by a lively soundtrack.

Unfortunately, we didn't have a driver's wheel to try this game out - we can only assume that is the best way to play, especially if you've got the PC version - but the control on the PS2 is good anyway.

A cool new enhancement during racing is slip-stream passing, which allows you to follow and then zip past your opponent at the end of a straight.

The gameplay options offer more possibilities, especially in multiplayer mode - F1 gamers can often get lonely as they race around the track but now the improved multiplayer options now allow two players to compete in an entire season using a split-screen view.

Challenge Mode is very similar to earning licenses in Gran Turismo. Players can earn or unlock EA Sports Cards. You can collect these by achieving various milestones for each of the teams. The difficulty of your assignment depends largely on the ability of your team. If you choose a driver in one of the lower teams, say Frenzen in the Arrows or Villeneuve for BAR, your challenge might involve something simple like finishing a race in a higher position than you started on the grid. But if you choose Schumacher in his flying Ferrari, the test will be more demanding, like leading a race from start to finish or finishing every race in a season.

Platform: PC

Publisher: Game Nation

Developer: Infogrames

Price: \$99.95

Release: Out now





## V-RALLY 3

Atari adds new polish to an old series



**V**-Rally 2 was a superb title, especially on the Dreamcast, but this is the first time the series has appeared on PlayStation 2. Infogrames, it seems, isn't taking any chances. The company has recruited Atari and those folk have immediately made their mark by opting for softer, more textured visuals and a good deal of realism in the way that the cars drive.

Control is most important in any driving title and happily it seems to be near perfect. V-Rally 3 is one of the few games to take full advantage of the Dualshock 2's analogue buttons -- players can drive through a corner with a light touch and then press firmly on the X button to accelerate hard into a straight. This takes some getting used to, but it's a wonderfully realised advancement.

The game's hub is the office, where you can check out the rankings of the various teams and drivers as well as view your personal history and save your progress.

At the beginning of your career, you receive e-mails from Volkswagen, MG and Citroen offering the chance to test for a driver's spot in the upcoming championship. Apparently Subaru isn't in the habit of blowing money on your rank newbie status.

You can earn the seat, but it's tough. The V-Rally series has always been tough; it's part of its charm. So, drive well enough during the tests and you'll get picked up by a team and work your way up the ladder.

V-Rally 3 is the best rallying title we've seen in a while but keep an eye out for WRC2 (PS2) and Rallisport Challenge (Xbox) both scheduled for release later this year.

Platform: PlayStation 2

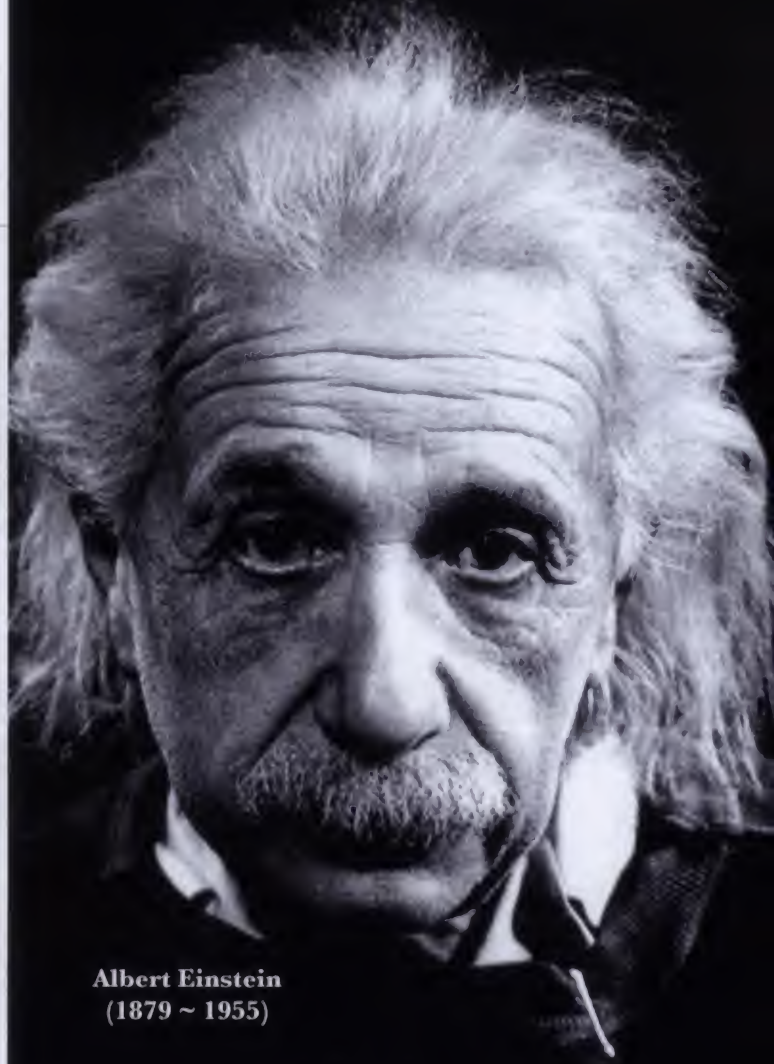
Publisher: Game Nation

Developer: Atari

Price: \$129.95

Release: Out now

# stumped?



Albert Einstein  
(1879 ~ 1955)

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## NBA COURTSIDE 2002

Lift your game with Nintendo

**N**BA Courtside will be fondly remembered by N64 owners as an excellent basketball title. NBA Courtside 2002 is the first big sports title we've seen for the GameCube.

As a first party title, much is expected and Nintendo are not known for producing sports titles in the prolific way that EA Sports or Sega do.

The sharper graphics will be a welcome change for Nintendo owners, who for years have been lost in the foggy world of the N64. Courtside 2002 has the best-looking character models of any basketball game we've seen.

NBA Courtside 2002 blends fast paced arcade action with the occasional attempt at realism - they've even gone to the trouble of motion capturing (although most of the dunks defy the laws of physics) and face-mapping an assortment of stars of the NBA. The speed of the game is also just right, matching the pace of a real NBA game.

Although it's easy pick up and play a basic passing/shooting game, NBA Courtside uses every button on the controller - but don't let that scare you, the basics are easy. Once you get more advanced, using the analog C-Stick for passing speeds things up and the shoulder button produces "adrenaline" during that big monster dunk. They say that the best defence is a good offence but it's probably more important to concentrate on your D at first, otherwise the AI just might make a chump out of you.

Platform: GameCube

Publisher: Nintendo

Developer: Nintendo

Price: \$129.95

Release: Out now



## VAMPIRE NIGHT

Time to dust off the G-Con and load up on silver bullets

**W**hen it comes to gun gaming there are two companies that stand out and Vampire Night is the result of some remarkable teamwork between them.

Namco (Time Crisis 2) routinely produce excellent coin-ops and then adapt them for Sony's consoles. Sega (House of the Dead) are also renowned for producing first-rate gun games both in the arcades and for various systems.

Vampire Night is the unofficial sequel to House of the Dead. Many will have seen this game during its past life as coin-op and with its shadowy castle setting and eye-catching lighting effects, it's possibly the best looking PS2 gun game going. But in terms of gameplay (or gunplay) we're not persuaded that it's better than last year's Time Crisis 2, though there isn't much between them.

Vampire Night uses the same 2-player format of Time Crisis 2 but stars a gormless duo of vampire killers who mercifully let their guns do the talking. The game plays best with Namco's G-Con 2 (or original G-Con) plugged in but you can still play without it - you need to fire constantly to hold off the vampires (who look suspiciously like werewolves) and it's tricky to target effectively with the thumb sticks.

It's surprising that more developers haven't taken advantage of light gun technology. The sheer thrill of blasting the snot out of hordes of aliens, Nazis, or in this case, the undead (who all invariably have it coming) is a rare and beautiful thing in this world.

Platform: PlayStation 2

Publisher: SCEI

Developer: Namco/Sega

Price: \$119.95

Release: Out now

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## CEL DAMAGE

The first multi-player classic for the GameCube

**V**ehicular combat is a rarely explored but often rewarding genre. The Twisted Metal series immediately springs to mind but now there is another game that might even take things a step or two further.

A good way to describe Cel Damage would be to think of it as the vehicular combat translation of Quake III - whereby you get killed often but your vehicle regenerates almost instantly.

Sticking to its Cel-shaded roots, Cel Damage is like a cartoon that you can play. And more often than not, you'll get annihilated by a giant axe or a huge wooden club - in amusing cartoon-like fashion.

The game takes its name from the very process that gives it its distinctive look. Cel Shading is such a wonderfully pleasing effect on the eye that we'll see many games adopting this look - Nintendo are even using it for their next Zelda game.

The straightforward control system (A and B to activate weapons, L and R brake and accelerate) make Cel Damage super easy to pick up.

Each of the arenas is chock-a-block with power-ups to collect and deadly obstacles to avoid. There are four different themes in all (Space, Jungle, Desert and Transylvania) each providing its own series of wacky weapons and obstacles.

Cel Damage is a solid single player game, but the best way to play is with a few friends so you might need to save your pennies and splash out on a few extra controllers to unlock its true potential.

Platform: GameCube

Publisher: EA Games

Developer: EA Games

Price: \$129.95

Release: Out now



## MIKE TYSON'S HEAVYWEIGHT BOXING

Get beaten stupid by the most notorious boxer of all time

Platform: GameCube

Publisher: Game Nation

Developer: Codemasters

Price: \$129.95

Release: Out now



**I**t's doubtful we'll see Mike Tyson back in the ring for a while. Meantime Codemasters stars him in this new PS2 boxing title.

Codemasters has developed quality sports titles for years, including local favourites Jonah Lomu Rugby, Shane Warne Cricket and the Colin McRae Rally series.

Almost inevitably, Mike Tyson's Heavyweight Boxing is basically all about rearranging faces.

During the 80s Mike was so ferocious that his opponents often looked more scared than battered. After a few hard-fought rounds of this title, opposing fighters don't look scared so much as hit by a train.

This game is big on real-time facial damage, which is nothing new. It's always fun to watch your opponent's face slowly reduced to pulp.

You couldn't accuse any of the heavyweights in this game of having quick feet so the bouts are often hectic and brutal affairs, with button-mashing and teeth-grinding galore.

Unlike EA's Knockout Kings series with its procession of current and former legends, Mike Tyson's Heavyweight Boxing stars Mike and an assemblage of "no names" best described as journeymen.

Rather than choose one, you can create your own boxer. This is a hilarious opportunity to create a boxing monstrosity. Codemasters has been charitable with the options so you can recreate practically any look you want. The only problem is that once you have your monster ready, it's time to spar with Mike.

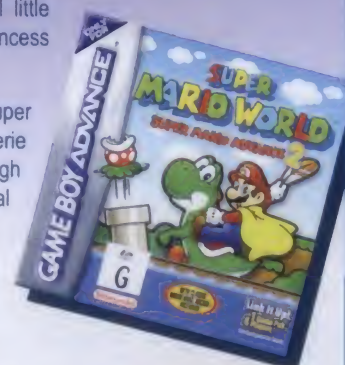
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# CODES

## NINTENDO GAMECUBE

### THE SIMPSONS: ROAD RAGE

Drive red soapbox car:

Hold L + R and press B(2), Y, X at the options menu. A sound will confirm correct code entry.

Note: This car is controlled by Homer.

Drive as Smithers in Mr. Burn's car:

Hold L + R and press B(2), Y(2) at the options menu. A sound will confirm correct code entry.

Drive Nuclear Bus:

Hold L + R and press B(2), Y, A at the options menu. A sound will confirm correct code entry.

### SPIDER-MAN: THE MOVIE

Play as Mary Jane:

Enter the "Specials" menu and enter GIRLNEXTDOOR as a code. A laugh will confirm correct code entry. Repeat code entry to return to normal.

Play as The Shocker:

Enter the "Specials" menu and enter HERMANSCHULTZ as a code. A laugh will confirm correct code entry. Repeat code entry to return to normal.

Play as a scientist:

Enter the "Specials" menu and enter SERUM as a code. A laugh will confirm correct code entry. Repeat code entry to return to normal.

## PLAYSTATION 2

### BURNOUT

All racers:

Press R2(3), L1, Triangle, L2(3), R1, Square at the title screen.

### MEDAL OF HONOR: FRONTLINE

Rubber grenade mode:

Enter BOING at the Enigma Machine. Green lights will confirm correct code entry. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat.

Snipe-O-Rama mode:

Enter LONGSHOT at the Enigma Machine. Green lights will confirm correct code entry. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat. This cheat allows all guns to zoom like a sniper rifle.

Bullet shield mode:

Enter BULLETZAP at the Enigma Machine. Green lights will confirm correct code entry. Select the "Bonus" option underneath the Enigma Machine to enable/disable this cheat. All bullets that are fired at you will be ineffective and will not damage you.

## PC

### GRAND THEFT AUTO 3

Cheat mode:

Enter one of the following codes during game play to activate the corresponding cheat function. The message "Cheat Activated" will appear to confirm correct code entry.

Effect	Code
Destroy all cars	bangbangbang
Change costume	ilikedressingup
Crazy pedestrians	itsallgoingmaaad
All pedestrians attack you	nobodylikesme

### STAR WARS: GALACTIC BATTLEGROUNDS - THE CLONE CAMPAIGNS

Effect	Code
1000 food	forcefood
1000 ore	forceore
1000 carbon	forcecarbon

## GAMEBOY ADVANCE

### HARRY POTTER AND THE SORCERER'S STONE

Hint: Defeating Voldemort:

After the challenges, you meet Quirrel in a room. He is actually the enemy. To defeat him, get him to destroy the four large pillars in the room. The best way is to stand behind them, wait until he shoots, then move behind the next one. When they are all gone, you both will fall into a room with lots of rocks on the floor and the mirror in the middle. He will walk to the top of the room and shoot at you. Use the mirror as a shield (it bounces his shots back at him). After awhile he will levitate rocks at you. Again, use the mirror as a shield. When he moves to the bottom of the room, keep the mirror between you. Shoot the mirror once with Flipendo and it will swing round and you can use it as a shield again. It will not be long before he is defeated

### WOLFENSTEIN 3D

Advance to Boss level:

Press Start to pause game play, then hold L + R and press A, B, A(2), B(2), A(2). The sound of a siren will confirm correct code entry. When the game is resumed, you will start at the current Boss.

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# COMPS

## WIN PIKMIN FOR THE GAMECUBE

Monaco have donated a couple of copies of Pikmin to give away.

Just answer the following question on the back of an envelope and go in the draw to win - Answer on page 12 ;)

"What is the name of the Pikmin's ship?"

- a) "The onion"
- b) "The lemon"
- c) "The brussel sprout"



## WIN VAMPIRE NIGHT & G-CON 2

We have 2 copies of Sony's new shooter to giveaway - each comes with a Namco G-Con 2!

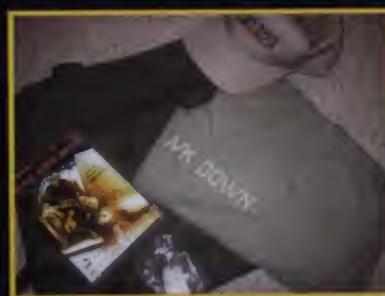
Answer the following question on the back of an envelope and go in the draw to win.

"In this game players use a gun to kill vampires - what is another more traditional method?"

- a) "Lethal injection"
- b) "Wooden stake through the heart"
- c) "Salmonella"



## WIN BLACK HAWK DOWN DVD PACK



The Black Hawk Down DVD pack comes with the Academy Award winning film, cap, t-shirt, army bag and dog tags. If you're over 15, just answer the following question on the back of an envelope and you will go in the draw.

"What crashes to the ground in the film Black Hawk Down. Was it a...?"

- a) "UFO"
- b) "Mince & cheese pie"
- c) "Helicopter"

## HOW TO ENTER

Be sure to write your name, phone number and contact details, list the prize you're after and last but not least, you will need to include the correct answer. All correct entries immediately go into the draw to win. Send all entries to:

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